IN THE CLAIMS

1.   (Previously Presented) In a computer system, a method comprising:

generating one or more actors on a server, wherein each actor is a functional

component of a distributed application;

linking said actors in a first hierarchical tree;

generating a dataset corresponding to a second hierarchical tree, wherein the

second hierarchical tree is a subset of the first hierarchical tree;

sending said dataset to a client; and

replicating the second hierarchical tree in said client using said dataset.

2.   (Previously Presented) The method of claim 1,

wherein each node in said first hierarchical tree comprises a source actor;

wherein each node in the replicated second hierarchical tree comprises a member

actor; and

wherein each member actor corresponds to a respective source actor.

3-4.   (Cancelled)

5.   (Previously Presented) The method of claim 2, further comprising:

providing a communication interface between each member actor and its

corresponding source actor.

6.   (Original) The method of claim 1, wherein each said actor comprises a tree of

hierarchically linked nodes, said nodes comprising one or more objects.

7.   (Original) The method of claim 6, wherein said nodes further comprise one or

more nested actors.

8.   (Previously Presented) The method of claim 1, wherein said sending said dataset

comprises sending said dataset via a secure communication network.

9.   (Previously Presented) The method of claim 23, wherein said generating a dataset comprises:

　　obtaining inclusion criteria from one or more parameter sets;

　　traversing said first hierarchical tree to determine nodes of said first hierarchical tree that comply with said inclusion criteria;

　　obtaining a pre-initialized object for each of said nodes that comply with said inclusion criteria;

　　generating a client graph comprising said pre-initialized objects.

10.   (Previously Presented) The method of claim 9, wherein said traversing said first hierarchical tree is on a node-by-node basis starting from the root node and proceeding through all the leaf nodes.

11.   (Previously Presented) The method of claim 9, wherein said dataset is indicative of the full client graph.

12.   (Previously Presented) The method of claim 2, wherein said dataset comprises a subgraph for updating the replicated second hierarchical tree of said client.

13.   (Original) The method of claim 9, wherein said pre-initialized object comprises methods and attributes for construction and initialization of said client graph.

14.   (Previously Presented) A computer program product comprising:

　　a computer readable medium having computer program code embodied therein for creating and deploying client side actors for a server application, said computer readable medium comprising computer program code configured to cause a computer to:

　　generate one or more actors on a server, wherein each actor is a functional component of a distributed application;

link said actors in a first hierarchical tree;

generate a dataset corresponding to a second hierarchical tree, wherein the second

hierarchical tree is a subset of the first hierarchical tree;

send said dataset to a client; and

replicate the second hierarchical tree in said client using said dataset.

15.   (Previously Presented) The computer program product of claim 14,

wherein each node in said first hierarchical tree comprises a source actor;

wherein each node in the replicated second hierarchical tree comprises a member

actor; and

wherein each member actor corresponds to a respective source actor.

16-17. (Cancelled)

18.   (Previously Presented) The computer program product of claim 15, further comprising:

computer program code configured to provide a communication interface between each

member actor and its corresponding source actor.

19.   (Original) The computer program product of claim 14, wherein each said actor comprises
a tree of hierarchically linked nodes, said nodes comprising one or more objects.

20.   (Original) The computer program product of claim 19, wherein said nodes further
comprise one or more nested actors.

21.   (Previously Presented) The computer program product of claim 14, wherein said send
said dataset comprises sending said dataset using a secure communication network.

22.   (Previously Presented) The computer program product of claim 15, wherein said
generate a dataset comprises:

obtaining inclusion criteria from a parameter set;

traversing said first hierarchical tree to determine nodes of said first hierarchical tree that comply with said inclusion criteria;

obtaining a pre-initialized object for each of said nodes that comply with said inclusion criteria;

generating a client graph comprising said pre-initialized objects.

23.   (Previously Presented) The computer program product of claim 22, wherein said traversing said first hierarchical tree is on a node-by-node basis starting from the root node and proceeding through all the leaf nodes.

24.   (Previously Presented) The computer program product of claim 22, wherein said dataset is indicative of the full client graph.

25.   (Previously Presented) The computer program product of claim 15, wherein said dataset comprises a subgraph for updating the replicated second hierarchical tree of said client.

26.   (Original) The computer program product of claim 21, wherein said pre-initialized object comprises methods and attributes for construction and initialization of said client graph.

27.   (Previously Presented) An apparatus comprising:

a server comprising one or more server actors linked in a source hierarchical tree,

wherein each actor is a functional component of a distributed application;

one or more clients, each of said clients coupled to the server via a respective communication interface;

wherein said server is configured to:

generateing a dataset for each of said one or more clients, wherein each dataset corresponds to a respective subset of the source hierarchical tree;

send each dataset to the respective client via the respective communication

interface;

wherein each of said one or more clients is configured to replicate a respective subset of

the source hierarchical tree based on said dataset.

28.   (Previously Presented) The apparatus of claim 27,

wherein each node in said source hierarchical tree comprises a source actor;

wherein each node in each replicated subset of the source hierarchical tree comprises a

member actor; and

wherein each member actor corresponds to a respective source actor.

29-30. (Cancelled)

31.   (Previously Presented) The apparatus of claim 28, further comprising:

an application program interface between each member actor and its corresponding

source actor.

32.   (Original) The apparatus of claim 27, wherein each said actor comprises a tree of

hierarchically linked nodes, said nodes comprising one or more objects.

33.   (Original) The apparatus of claim 32, wherein said nodes further comprise one or more

nested actors.

34.   (Previously Presented) The apparatus of claim 27, wherein each of said communication

interfaces is secured.

35.   (Previously Presented) The apparatus of claim 28, wherein said generating a dataset

comprises:

obtaining inclusion criteria from a parameter set;

traversing said source hierarchical tree to determine nodes of said source hierarchical

tree that comply with said inclusion criteria;

obtaining a pre-initialized object for each of said nodes that comply with said inclusion criteria;

generating a client graph comprising said pre-initialized objects.

36.   (Original) The apparatus of claim 35, wherein said traversing said source hierarchical tree is on a node-by-node basis.

37.   (Previously Presented) The apparatus of claim 35, wherein said dataset is indicative of the full client graph.

38.   (Previously Presented) The apparatus of claim 28, wherein said dataset comprises a subgraph for updating the replicated subset of the source hierarchical tree of said client.

39.   (Original) The apparatus of claim 35, wherein said pre-initialized object comprises methods and attributes for construction and initialization of said client graph.

40.   (Previously Presented) An apparatus comprising:

means for generating one or more actors on a server, wherein each actor is a functional component of a distributed application;

means for linking said actors in a first hierarchical tree;

means for generating a dataset corresponding to a second hierarchical tree, wherein the second hierarchical tree is a subset of the first hierarchical tree;

means for sending said dataset to a client; and

means for replicating the second hierarchical tree in said client using said dataset.